

Final Project - Text-Based Game

Test Case	Input Values	Driver Functions	Expected Outcomes	Observed Outcomes
Choosing quit	2	main.cpp	Return 0 and exit	Program exits
Invalid input	Other number/char	menu class	Continue to ask user for valid input	Continue to ask user for valid input
Start Game	1	main.cpp	Starts the game	Game starts
Choose to shut door	1	mainhall.cpp	Quits game	Quit game
Go East	2	kitchen.cpp	Goes to Kitchen	At Kitchen
Go North	3	pond.cpp	Goes to Pond	At Pond
Go West	4	gym.cpp	Goes to Gym	At Gym
Go Up	5	study.cpp	Goes to Study	At Study
Squat at Gym	3	gym.cpp	Squats	The time delay works!!
Piano	3	study.cpp	Plays Piano, receive key item	Piano plays when [Sheets] received. Key Item received!
Up to Attic	4	attic.cpp	Goes to Attic	At Attic
Exit	2	menu.cpp	Exits	Exits most of the time; some areas get stuck in a validation loop.